

Religion-Based Trivia Board Game and Method of Playing

ABSTRACT

[0057] A religion-based trivia game played on a game board having a game path formed of a plurality of spaces, where at least one space is a religious-action space and each space is associated with at least one of a plurality of religions. The game includes trivia cards with religion-based trivia questions and answers printed thereon, the trivia questions based on the plurality of religions. The game also includes a debate mechanism and a religious-action mechanism. The debate mechanism allows an opposing team to challenge a playing team if they believe the playing team has provided an incorrect answer to a trivia question. The religious-action mechanism requires a team to perform a religious action when the team's token lands on the religious-action space. The religions include Christianity, Judaism, Buddhism, Hinduism, Islam, New Religious Movement, Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.